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Subject: Re: How to create a colour table in IDL?  
Posted by [Burch](#) on Thu, 15 Jan 2015 14:06:41 GMT  
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```
> cgLoadCT, 22, /Brewer
> tvlct, 0, 0, 0, 0
> tvlct, 255, 255, 255, 255
>
> cgColorbar, /Brewer, CTindex=22, TCharSize=0.12, $
>   range=[minval,maxval],/right, tlocation='right', $
>   Title='d',/Vertical, Font=-1, Minor=5, $
>   Position=[0.81,0.32,0.83,0.90]
```

Firstly, you need to add `NCOLORS = 6` to both `cgLoadCT` and `cgColorbar`, Secondly, don't use the `BREWER` and `CTINDEX` keywords when you call `cgColorbar`; you have already loaded the color table you want. See the difference between

```
cgLoadCT, 22, /brewer, nColors = 6
cgColorbar, nColors = 6
```

and

```
cgLoadCT, 22, /brewer, nColors = 6
cgColorbar, /brewer, ctIndex = 22, nColors = 6
```

The last one does not use the color table you have loaded with `cgLoadCT`. Also note that when you do

```
tvlct, 0, 0, 0, 0
```

you are overwriting the first element of the color table. Therefore, black becomes one of the six colors you are using. If this is not the desired behavior, then perhaps you should place this outside the first six elements. I suggest using `clIndex` to look at what this does to your color table.

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